Supports: IBM PC, AT, +100% compatibles, Tandy 1000 series.
Requires: 512K-EGA, VGA, Tandy 16 Color, 640-MCGA.
Optional: Joystick.
Sound Support: Tandy 3-Voice, AdLib, Roland LAPC 1, Covox Sound, Blaster, CMS Sound Master.
Includes: 5.25" & 3.5" disk.

GAMETEK **The Biggest Names are on our Games!sm**

We are the hi-tech electronic entertainment company that puts you in the picture with home versions of television's top game shows for adults and kids, and innovative new fun-filled game play for pre-schoolers.

Ninja Gaiden II is another fine addition to GameTek, where a fascinating story line is combined with movie-like animation.

Let yourself be drawn into the world of Ninja Gaiden II as the story, with its amazing audio and visual thrills, unfolds right before your eyes.

GameTek's version of NINJA Gaiden II is fast paced and full of surprises with many exciting action scenes awaiting you.

You must use your special techniques to make your way through the game and toward the conclusion of the story. Enter the world of Ninja Gaiden II and have a great time.

THE STORY

In order to avenge his father's death, Ryu had come to America, where he was suddenly attacked by a mysterious army. After escaping from a narrow brush with death, Ryu came face to face with a mysterious woman. Fire came shooting out of the shining gun in her hand, and suddenly everything in front of Ryu began to grow hazy.

Waking up in an underground dungeon, Ryu was handed a strange statue by the same woman, who told him to take it and make his escape. Without fully understanding what was going on around him, Ryu took the statue and made his way out of the enemy territory.

Ryu then went to see Dr. Smith, an archaeologist friend of his father, and learned about the light and dark statues of an evil demon. Just as they were talking, the dark statue was snatched away by an enemy ninja. "Ryu, go after him!"

After retrieving the statue, he returned to Dr. Smith's cabin only to find the doctor lying on the floor, mortally wounded. Just before he died, the doctor whispered, "Ryu, now the light statue has been taken . . ." When Ryu looked up from Dr. Smith's side he found that he was surrounded by a band of men dressed in black from head to foot. They were all pointing guns at him.

These men took Ryu to a secret CIA base and to the office of Chief Foster. Foster explained to Ryu that the mysterious woman, Irene, was really a spy for the CIA, and told him about Jaquio's plans and about his Temple of Darkness. Foster then forced Ryu to take on the perilous mission of recovering the stolen light statue of the evil demon.

Ryu made his way toward the Temple of Darkness located deep in the Amazon jungle. But Jaquio, who was holding Irene hostage in the temple, blackmailed Ryu into giving up the dark statue of the demon that he had been carrying and dumped Ryu down into an underground cave.

Ryu was finally able to escape from the cave, but as he climbed over the last cliff, he came face to face with the villain who had killed his father, Bloody Malth. Malth had been waiting for him. Ryu and Malth dueled to the death. With his last breath, Malth gave Ryu some unexpected news: "Your father is alive."

A masked demon was waiting inside the shrine to fight off Ryu's attack. Ryu shouted, "Nobody can beat me!" But the eerie voice of Jaquio thundered the question, "Not even your own father?" The masked demon was really Ryu's father, Ken, who had been put under some kind of trance.

Finally freed from Jaquio's evil control, Ken came to his senses only to find that Jaquio was about to kill Ryu. Ken threw himself in front of Ryu, and acted as a shield to protect his son from the balls of fire. Realizing what had happened, Ryu went mad with rage and charged at Jaquio.

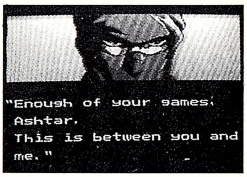
After defeating Jaquio, Ryu rushed back to his father's side. His father instructed him to take the light and dark statues of the evil demon out of the temple. But just as Ken was gasping this message to his son, the moon began to grow dark. "It's an eclipse!" shouted Ryu. The statues of the evil demon began to grow in the darkness. The moon, blackened by the earth's shadow, was beginning to bring the evil demon back to life.

But the evil demon was finally defeated, and the temple crumbled upon itself with a deafening roar. Ryu and Irene looked out upon the ruins of the temple. The morning sun shone down upon them and cleared up the deep sense of darkness and evil that had once hovered in the air.

A year has passed, and still the activity down at the bottom of the realm of darkness continues. Ashtar, the evil lord who secretly controls Jaquio, is now on the move.

CHARACTERS

RYU HAYABUSA

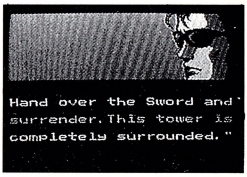


Ryu was born in the House of Hayabusa which is a branch of the Dragon Clan. Once before, Ryu was engaged in a fierce battle with Jaquio over the statues of the evil demon, and was able to come out the victor only after a very difficult battle. Ryu is known also as the "Ninja Dragon," and he is in possession of the secret "Dragon Sword."

IRENE LEW

Irene is one of the CIA's top secret agents. She first met Ryu a year ago, when they were both trying to defeat Jaquio. After their battle with Jaquio ended, she was assigned to a new top secret mission.

Robert T.S.



This mysterious man, whom Ryu meets during the game, wants to use the Dragon Sword together with Ryu. What could his motive possibly be?

Ashtar - the evil lord

Ashtar, the leader of the Demon clan, is planning to bring back the Sword of Chaos and open the "Gate of Darkness." By using the underworld power that comes from the Gate of Darkness, Ashtar is scheming to gain absolute power and rule over the world.

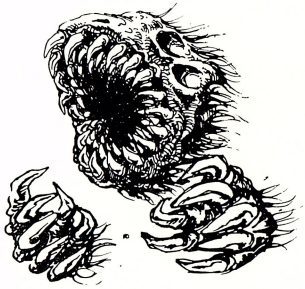
THE DEMON CLAN

Dando - the cursed

Ashtar gathered up the wandering spirits of the Vikings, ancient warriors who were lost in sea battles, and gave them new life as a monster under his control. He is especially skilled in hand to hand combat.

Baron Spider

One of the scientists at the Xabil Biological Research Institute was working on research into a new species of spider when he was bitten by one. As a result of this bite, the scientist was transformed into a creature that is half spider and half man. When this strange being comes on the attack, he can jump gracefully through the air and control his pet monster spiders just as if they were his own hands and feet.



Naga Sotuva - the underworld water dragon

From ancient times, this dinosaur has been living in the waters of the underworld. He attacks Ryu with his huge claws.

Funky Dynamite

This cyborg was created based upon the giant commodore lizard. This creature is equipped with a high output propulsion mechanism and has fantastic mobility. It also has a fire bomb which it uses as a weapon when attacking.

FLOPPY DISK PLAY

Tandy / EGA Computers

Insert disk labeled 16 color and type NINJA and press ENTER. Press ENTER for each configuration menu. Follow any instructions displayed.

VGA Computers

Insert disk labeled 256 color and type NINJA and press ENTER. Press ENTER for each configuration menu. Follow any instructions displayed.

HARD DISK PLAY

Tandy / EGA and VGA Computers

Insert disk and type INSTALL and press ENTER. Follow all instructions shown. When complete, type NINJA and press ENTER.

Playing from either a floppy or hard disk, type NINJA and press ENTER.

GRAPHICS INSTALLATION Menu

The selection recommended by the program will be highlighted. You may make another selection-which may or may not work on your system. Use the up and down arrow keys to change the selection. When your preference is highlighted, press the ENTER key.

SOUND INSTALLATION Menu

The selection recommended by the program will be highlighted. You may make another selection-which may or may not work on your system. Use the up and down arrow keys to change the selection. When your preference is highlighted, press the ENTER key.

CONTROL KEY INSTALLATION Menu
Select the keys you want for Ninja actions. Use the up and down arrow keys to change the selection. When your preference is highlighted, press the ENTER key.

NOTE: The first key in the selection allows the Ninja to jump and the second key in the selection is Ninja's attack by sword. The left and right arrow keys move Ninja left and right across your screen.

*UP AND DOWN
The arrows keys will be used to move the Ninja in the respective directions.

TO RECONFIGURE the game start by typing NINJA R.

You may PAUSE the game at any time by pressing the ESC key. Several menu options will be presented.

L LOAD will load with a previously saved game.

S SAVE will save current game.

R RESTART will start the game at the beginning of any act which has been previously completed.

NOTE: You must save your game each time you reach a new act so that restart will know which level you have reached.

M MUSIC turns off the music only, if it is on, leaving sound effects unchanged. Turns on the music if it is off.

A ALL SOUND turns off all sound effects and music if they are on. Turns on all sound effects and music if they are off.

C CONTINUE continue the game.

Q QUIT exit to DOS [please see SAVE above.]

SCORE	TIME		**STAGE	P	NINJA ------
0	125	10/40	**1-1	1	ENEMY ------

SCORE displays your present score. You get an extra player for every 100,000 points you score.

STAGE displays present stage number.

TIME when timer reaches zero, you lose one of your players.

P The number of lives you have. When the number of your lives reaches zero, the game is over.

10 / 40 Ninja power display. Number on the left displays your present power level and number on the right displays the maximum level possible

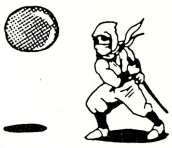
**Current Ninja Art displayed here.

NINJA ------ All injuries to Ninja are displayed here. When the bar is total red-you lose 1 player.

ENEMY ------ Enemy boss's strength. When this value reaches zero, you have defeated one enemy boss.

THE ITEMS

Cut the dragon spirit crystal ball and an item will appear. Use the items to your advantage as you fight through the many battles.



NINJA POWER

Ryu needs this special power when he wants to use Ninjutsu fighting techniques. Get this item and your Ninja Power will be increased. There are blue and red varieties. A blue one is worth ten points, and a red one will build your Ninja Power up to its maximum level all at once.

THE SCROLL OF THE SPIRIT OF THE DRAGON

Get this item and the maximum level of Ryu's Ninja Power will go up.

SPLITTING YOUR BODY

Get this item and up to two extra players will appear to join Ryu in his battle and back him up.

(red)

MEDICINE FOR RECOVERY

This item will help to relieve some of Ryu's exhaustion from fighting in so many battles. Get this item and the amount on Ryu's strength meter will be increased by six times.

1-UP

This item will increase your number of players by one. Be sure to try and get this item if you can.

(blue)

BONUS

There are blue and red bonuses. 1,000 points will be added to your score with a blue bonus, and 2,000 points with a red one.

NINJA ARTS

You can use the various Ninja Arts to attack with greater force. Using an art, however, will exhaust some of your Ninja Power. The arts are hidden within the dragon spirit crystal balls.

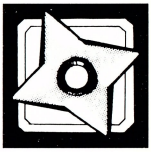
*The numbers in the parentheses show how much of your Ninja Power is used.

THROWING STAR (5 points)

This is one of the basic weapons in the world of Ninjutsu. Throw this throwing star and it will fly straight in the direction that your player is facing and injure the enemy when it hits.

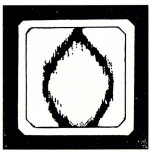
WINDMILL THROWING STAR (10 points)

This throwing star will cut right through your enemy and keep on flying to the edge of the screen. When it reaches the edge, it will come flying back. This weapon will injure every enemy that it touches.



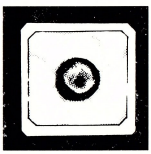
THE ART OF THE FIRE WHEEL (8 points)

After long training, Ryu developed this secret skill. With this skill he can throw the fire wheel at his foes and burn them up.



FIRE DRAGON BALLS (8 points)

Only warriors who possess the Dragon Sword are allowed to use this skill. Use this skill to transform the power that is contained in the sword into balls full of electric power, and then throw these balls at the enemy.



Invincible Fire Wheel (15 points)

Ryu can make flames appear out of nowhere, make them whirl around his own body, and then use them to cause fatal injuries to his enemies. While he is using this fighting skill, for four seconds only, Ryu becomes invincible. However, this power of invincibility will not work when you have other items in your possession.

ATTACK WITH ART

Attack with art by holding the up arrow key and pressing the attack key

OR

Move joystick to the up position and press number 2 button.
Control direction of art attack by using left/right arrow key with attack key.

OR

Move joystick left and right while using button number 2.
To climb a wall, use up and down arrows to climb and descend.

OR

Move Joystick up and down to climb and descend.
NOTE: Sword attack is not available when climbing.

Ryu can jump up in the air to grab onto a wall or ladder. If you move the Joystick up and down, or use the up and down arrow keys on the keyboard, you can climb up and down on the walls and ladders.

KICK-OFF OF THE WALL
When Ryu is holding onto a wall or ladder, you can move the Joystick in the direction opposite from that which Ryu is facing and press the 1 button to make a jump by kicking-off of the wall.

OR

Hold down your arrow key to move Ryu in a direction opposite from that which he is facing and press your jump key at the same time, causing Ryu to make a jump by kicking-off of the wall.

ATTACK FROM THE WALL
When Ryu is holding onto a wall or ladder, he can attack only with the 2 button. To make an attack with a Ninja Art, move Joystick to the left or right, then press the 2 button.

OR

Press the left or right arrow key; then press your attack [sword thrust] key and the Ninja Art will go in the direction you have chosen.

SPLIT YOUR BODY FOR MULTIPLE ATTACK

Ryu has the power to split his body into three. The extra images that he makes by splitting his body will stop right in mid-air after he jumps down from any high place. USE this special technique to attack enemies that fly toward you. This technique is especially effective when you are attacking the boss of the third stage. By causing Ryu's body to split, you can also use the extra images to attack the enemies that come at Ryu from both sides at once.

MAKE EFFECTIVE USE OF THE FIRE WHEEL

When you perform the invincible fire wheel, a wheel of fire will come flying from the bottom of the screen toward Ryu. You can injure your enemy when the wheel of fire comes flying at Ryu by making sure that the enemy is caught between Ryu and the fire wheel.

ELIMINATE YOUR ENEMIES WITH THE WINDMILL THROWING STAR

Throw the windmill throwing star, then jump up into the air so that the throwing star won't come around and hit Ryu, and the windmill throwing star will keep flying around the screen continuously. Many of your enemies can be defeated with only a little reserve of Ninja power by using this technique. Use this throwing star carefully; however, because if you throw it off the screen, it will disappear.

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